

Nyssiah Essence

CHARACTER NAME

Life Domain ... Acolyte

CLASS & LEVEL BACKGROUND PLAYER NAME

Standard Hu... Lawful Neutral

RACE ALIGNMENT EXPERIENCE POINTS

INSPIRATION

2

PROFICIENCY BONUS

18

ARMOR CLASS

3

INITIATIVE

30

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

I see omens in every event and action. The gods try to speak to us, we just need to listen

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

Ritual Casting

Disciple of Life

Shelter of the Faithful

FEATURES & TRAITS

STRENGTH

1

12

DEXTERITY

3

16

INSTITUTION

3

17

INTELLIGENCE

2

15

WISDOM

1

13

CHARISMA

2

15

- ☐ 1 Strength
- ☐ 3 Dexterity
- ☐ 3 Constitution
- ☐ 2 Intelligence
- ☒ 3 Wisdom
- ☒ 4 Charisma

SAVING THROWS

- ☐ 3 Acrobatics
- ☐ 1 Animal Handling
- ☐ 2 Arcana
- ☐ 1 Athletics
- ☐ 2 Deception
- ☐ 2 History
- ☒ 3 Insight
- ☐ 2 Intimidation
- ☐ 2 Investigation
- ☐ 1 Medicine
- ☐ 2 Nature
- ☐ 1 Perception
- ☐ 2 Performance
- ☐ 2 Persuasion
- ☒ 4 Religion
- ☐ 3 Sleight of Hand
- ☐ 3 Stealth

NAME ATK DAMAGE/TYPE

Cure ... 1d8+1...

Mace +3 1d6+1...

Quarterstaff +3 1d6+1...

Quarterstaff +3 1d8+1...

ATTACKS & SPELLCASTING

CP SP EP GP PP

15

1 Prayer Book

1 Mace

1 Chain Mail

1 Quarterstaff

1 Priest's Pack

1 Shield

1 Holy Symbol



Surviva...

SKILLS

EQUIPMENT

11

PASSIVE WISDOM (PERCEPTION)

LANGUAGE: Common

ARMOR: Heavy Armor, Light
Armor, Medium Armor,
Shields

WEAPON: Simple weapons

OTHER PROFICIENCIES &
LANGUAGES

NAME ATK DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP SP EP GP PP

5 Stick of Incense

1 Vestments

1 Common Clothes

1 Belt Pouch

1 Backpack

1 Blanket

10 Candle

1 Tinderbox

1 alms box

2 block of incense

1 censer

1 vestments

2 Rations

1 Waterskin

Total: _____

Total: _____

Total: _____

Total: _____

Total: _____

Total: _____

EQUIPMENT

SPELLCASTING CLASS

WISDOM
SPELLCASTING ABILITY

11
SPELL SAVE DC

3
SPELL ATTACK BONUS

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FEATURES & TRAITS

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon,

and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

SPELLS

Bless

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cure Wounds

evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.